UVI

Orchestral SUITE

Software User Manual

Version 1.0

UVI.NET

Orchestral SUITE

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Orchestral SUITE

UVI

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Introduction

The Essential Symphonic Orchestra Collection

Orchestral Suite gives you access to over 60 classical instruments in a single convenient and affordable package. Take complete control of your own orchestra including strings, brass, woodwinds, percussion instruments, a full choir, and many complimentary instruments such as a beautiful cathedral organ, harpsichord, celesta, classical guitar and harp. Select from ensembles or solo instruments, choose different playing styles, and further tune your suite with per-instrument controls for realistic and expressive performances. Every sound in Orchestral Suite was meticulously recorded and edited to ensure a deep sense of natural realism and playability.

Pristine Sound Quality

Recorded in numerous sessions around the world with some of today's top performers, Orchestral Suite was created to provide an accessible world-class symphonic tool for composers and producers of any background. Recording sessions were carried out at the highest quality possible, carefully planned to deliver a full range and natural color, capturing a multitude of articulations, playing styles and alternates. The finished instruments perform exquisitely, delivering superb and nuanced dynamics and an immediate tone.

Fast and Intuitive Workflow

Orchestral Suite includes custom tailored user interfaces for each instrument, providing intelligent controls that cater to their unique qualities and playing styles. A convenient key-switch system is enabled for many instruments, allowing on-the-fly articulation changes that make complex performances a breeze. Visual design was focused on providing a minimal and sophisticated aesthetic in order that the interface itself becomes transparent and that transitioning from one instrument to another is seamless. The result is an extremely intuitive workflow that helps you get more done in less time.

Advanced Convolution Reverb

In order to achieve an even more accurate sense of realism, all instrument includes a state-of-the-art convolution reverb with a number of premium IRs. Place your ensemble in Europe's most famous concert halls, churches and cathedrals, with control of mix and dry/wet signals. UVI Engine's convolution reverb delivers immaculate results with a low CPU hit allowing you to use it generously. When working with larger orchestrations you can load the convolution reverb as a send effect directly in UVI Workstation for the best possible performance.

Extreme Performance

Utilizing recent advances to the UVI Engine™, Orchestral Suites 15,000 sample footprint has been reduced to an astounding 5GB (lossless compression). Samples are decoded and streamed in realtime with negligible CPU cost, making this the fastest loading, most portable orchestra ever. Real-world performance gains are instantly noticeable; incredibly so on large, multi-instrument arrangements.

Orchestral Suite delivers a full orchestra with the pristine sound quality and ease of use that UVI has become known for, all at a fantastic price.

Orchestral SUITE

UVI

System Requirements

Compatibility

Audio Units, VST, MAS, AAX, RTAS or standalone

UVI Workstation 2.5.10 or higher

Minimum System Requirements

- Intel CPU
- 4 GB of RAM (8 GB+ recommended)
- 5 GB of disk space
- Mac OS X 10.7 or higher
- iLok account (free, dongle not required)

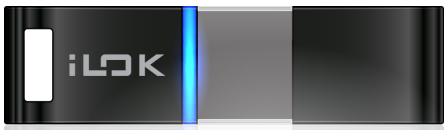
Compatibility

VST, AAX, RTAS or standalone

UVI Workstation 2.5.10 or higher

Minimum System Requirements

- Core Duo or faster
- 4 GB of RAM (8 GB+ recommended)
- 5 GB of disk space
- Windows 7 or higher
- iLok account (free, dongle not required)



Authorize the Way You Want

Your license allows 3 concurrent authorizations on any combination of computers and iLok dongles.

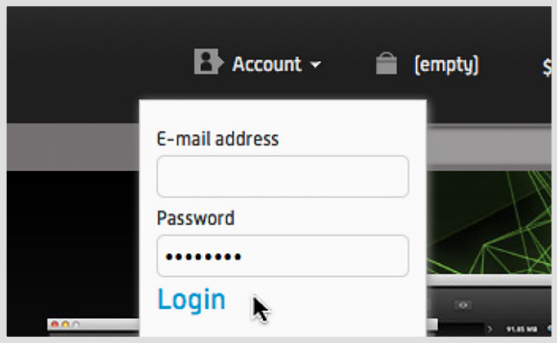
License management is a simple drag-and-drop process done through iLok License Manager.

Visit ilok.com/ to download iLok License Manager and create your free account.

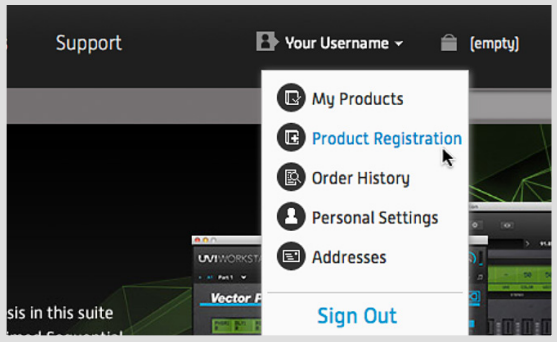
Step 1 Register Your Serial Number

- You must have an account on uvi.net/ and ilok.com/ prior to registration
- If you purchased a **physical version** of this product, your serial number is located on the inside of the box
- If you purchased an **electronic version** of this product, your serial number will be included in a confirmation email
- You can see a list of the products you've registered and their serial numbers anytime at uvi.net/my-products

1. Login to your account on uvi.net/

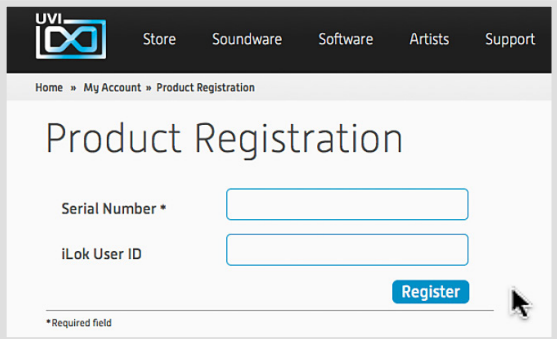


2. Navigate to the 'Product Registration' page



3. Enter your details and click 'Register'

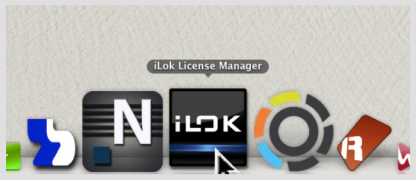
   Upon completion a new license will be deposited in your iLok account



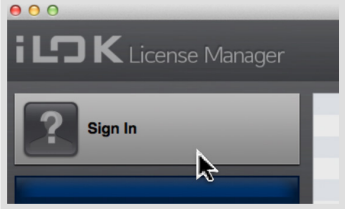
Step 2 Activate Your License

- iLok License Manager is required for activation, download the newest version at ilok.com/ilm.html
- Your license allows up to 3 concurrent activations on any combination of iLok dongles and computers
- Activations can be moved between devices at anytime

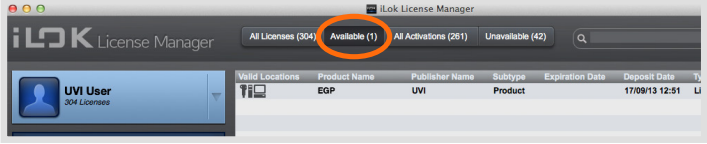
1. Launch iLok License Manager



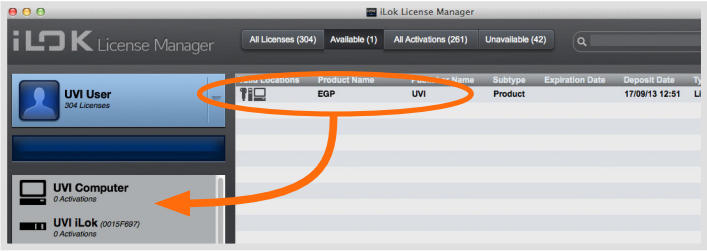
2. Login to your account



3. Click the 'Available' tab

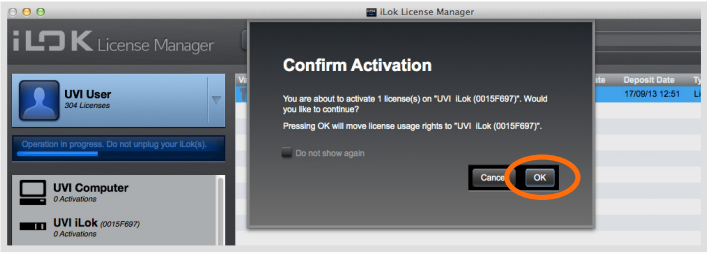


4. Drag the license to your computer or an iLok dongle



5. Click 'Ok' to confirm the activation

   The process is complete, your device is now authorized


iLok License Manager
License Manager
Confirm Activation
You are about to activate 1 license(s) on "UVI iLok (0015F697)". Would you like to continue?
Pressing OK will move license usage rights to "UVI iLok (0015F697)".
Do not show again
Cancel
OK
UVI User
304 Licenses
Operation in progress. Do not unplug your iLok(s).
UVI Computer
0 Activations
UVI iLok (0015F697)
0 Activations

» To see how many authorizations you have left simply select the license and click 'Show Details'

» To deactivate your license, right-click it and select 'Deactivate' — doing so will return your license to the 'Available' tab

Step 3 Install Your Instrument

- UVI Instruments can be stored anywhere on your system
- Storing your instruments on a fast drive will improve performance
- Your instruments can be downloaded at any time from uvi.net/my-products

1. Create a folder on your computer and place your UVI Instruments in it
   Once this is done we need to tell UVI Workstation where to find your instruments.
   We do this by creating a watch folder, follow the steps below to create your own:

2. Open UVI Workstation

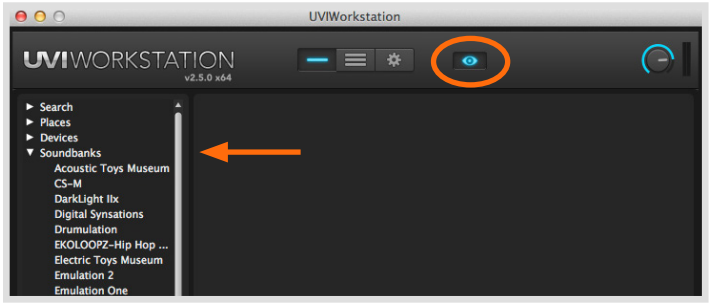
3. Click the Settings page

4. Click the 'Sound Banks' tab

5. Click the '...' button and select the folder where you've placed your instruments

6. Restart UVI Workstation and open the Browser

   Your instruments will be available under the 'Soundbanks' tab

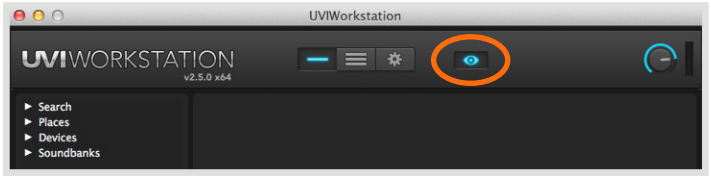


Step 4 Load Your Instrument

- UVI Workstation is required to run UVI Instruments
- The newest version of UVI Workstation can be downloaded free at uvi.net/downloads
- UVI Workstation can be run as a standalone program or as a virtual instrument from within your DAW of choice

1. Open UVI Workstation

2. Click the Browser icon



3. Open the Sound Banks tab

4. Select a product, in this example we'll choose Vector Pro, then select an instrument and patch

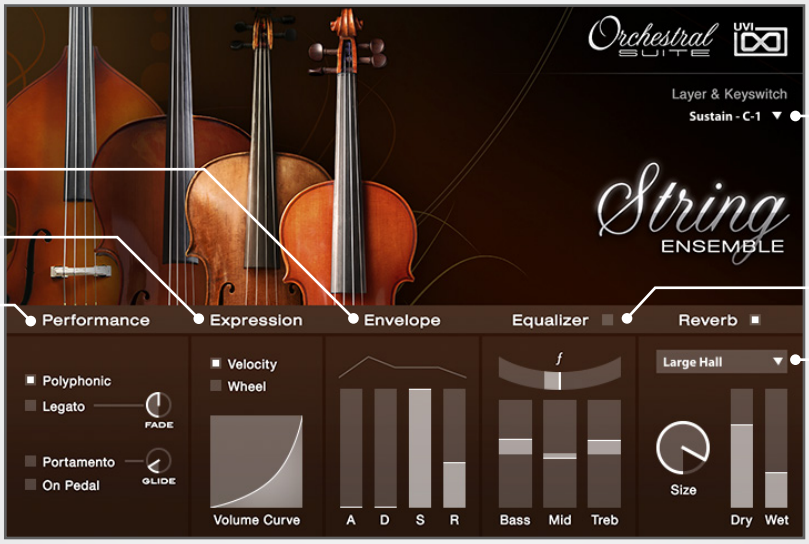
   Double-click the patch to load it

5. The UI appears and you're ready to jam!

String ENSEMBLES

String Ensembles - UI

Note: Presets have been custom tuned to provide optimum dynamics depending on playstyle. If you'll be using a modwheel choose the ***Wheel*** version, otherwise choose ***Vel***.



Envelope 4

Expression 3

Performance 2

1 Keyswitch Menu

5 Equalizer

6 Reverb

1 Keyswitch Menu

Change the active layer

2 Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend into pitch from the direction of last note struck

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 Expression

» **[Mode] Velocity**
Note velocity determines note volume

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume

» **Volume Curve**
Modify the Velocity/Wheel volume curve

4 Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 Equalizer

» **Power**

» ***f* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

String Ensembles - Layers & Keyswitches

String Ensemble

Marcato. F-1
Pizzicato . . . . . D#-1
Pizzicato Snap. D-1
Sustain. C-1
Sustain Smooth. . . . . C#-1
Tremolo. E-1

Bass Ensemble

Marcato. A-1
Pizzicato F-1
Pizzicato Snap. E-1
Sustain. C-1
Sustain Smooth. D-1
Tremolo. G-1
Glissando . . . . . F#-1
Run Down Maj. . . . . C#-1
Run Down Min. . . . . D#-1
Run Up Maj . . . . . F#-1
Run Up Min . . . . . G#-1

Cello Ensemble

Marcato. A-1
Pizzicato Snap. E-1
Sustain. C-1
Sustain Smooth. D-1
Tremolo. G-1
Glissando Up . . . . . F#-1
Run Down Maj. . . . . C#-1
Run Down Min. . . . . D#-1
Run Up Maj F-1
Run Up Min . . . . . G#-1
Glissando Down . . . . . F#-1
Trill Half Tone . . . . . A#-1
Trill Tone. B-1

Viola Ensemble

Marcato. A0
Pizzicato Snap. E0
Sustain. C0
Sustain Smooth. D0
Tremolo. G0
Sustain Vib. C1
Run Down Maj. . . . . C#0
Run Down Min. . . . . D#0
Run Up Maj . . . . . F#0
Run Up Min . . . . . G#0
Spicato. . . . . C#1
Trill Half Tone . . . . . A#0
Trill Tone. B0
Pizzicato F0
Spicato Smooth. D1
Xtra Marcato2. . . . . D#1
Xtra Pizzicato Snap E1
Xtra Sustain F1
Xtra Sustain Smooth . . . . . F#1
Xtra Tremolo G1
Xtra Spicato . . . . . G#1
Xtra Spicato Smooth A1
Xtra Pizzicato . . . . . A#1

String Ensembles - Layers & Keyswitches

Violins 1 Ensemble

Marcato	A0	Run Up Min	G#0
Pizzicato Snap	E0	Spicato	D1
Sustain	C0	Trill Half Tone	A#0
Sustain Smooth	D0	Trill Tone	B0
Tremolo	G0	Pizzicato	F0
Glissando Down	C1	Spicato Smooth	D#1
Run Down Maj	C#0	Tuning Noise	E1
Run Down Min	D#0	Glissando Up	C#1
Run Up Maj	F#0		

Violins 2 Ensemble

Marcato	A1	Run Up Min	G#1
Pizzicato Snap	E1	Spicato	D2
Sustain	C1	Trill Half Tone	A#1
Sustain Smooth	D1	Trill Tone	B1
Tremolo	G1	Pizzicato	F1
Glissando Down	C2	Spicato Smooth	D#2
Run Down Maj	C#1	Tuning Noise	E2
Run Down Min	D#1	Glissando Up	C#2
Run Up Maj	F#1		

Strings
SOLO

Strings Solo - UI

Note: Presets have been custom tuned to provide optimum dynamics depending on playstyle. If you'll be using a modwheel choose the ***Wheel*** version, otherwise choose ***Vel***.

1 Keyswitch Menu

Change the active layer

2 Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend in pitch from the direction of previous notes

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 Expression

» **[Mode] Velocity**
Note velocity determines note volume

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume

» **Volume Curve**
Modify the Velocity/Wheel volume curve

» **Vibrato Power**

» **Vibrato Amount**
Adjust the vibrato depth

» **Vibrato Speed**
Adjust the vibrato rate

» **Vibrato Delay**
Adjust the time to reach vibrato depth from note press

» **Tremolo Power**

» **Tremolo Amount**
Adjust the vibrato depth

» **Tremolo Speed**
Adjust the vibrato rate

» **Tremolo Delay**
Adjust the time to reach tremolo depth from note press

4 Equalizer

» **Power**

» ***f* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

5 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Strings Solo - Layers & Keyswitches

Cello Solo

Sustain. C0
Pizzicato . . . . . C#0
Marcato. D0

Bass Solo

Sustain. C-1
Marcato. . . . . C#-1

Viola Solo

Sustain. C1
Pizzicato . . . . . C#1
Staccato D1
Marcato. . . . . D#1

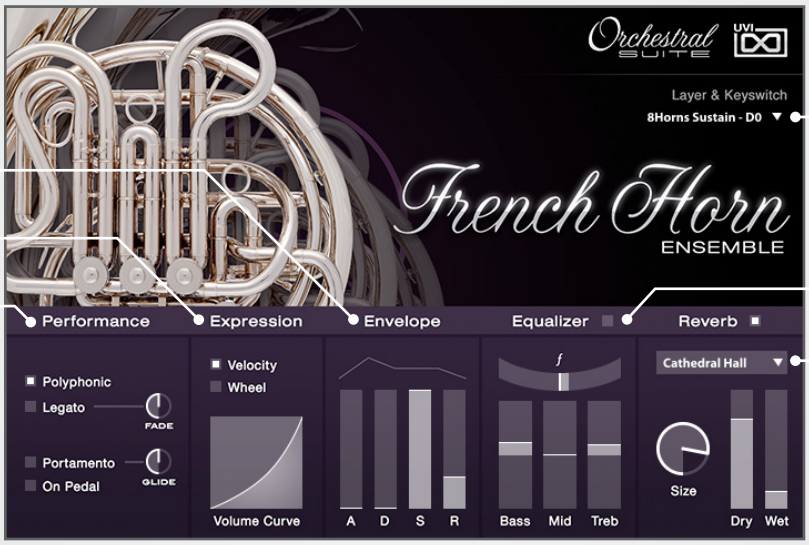
Violin Solo

Sustain. C2
Pizzicato . . . . . C#2
Staccato D2
Marcato. . . . . D#2

Brass
ENSEMBLES

Brass Ensembles - UI

Note: Presets have been custom tuned to provide optimum dynamics depending on playstyle. If you'll be using a modwheel choose the ***Wheel*** version, otherwise choose ***Vel***.



Envelope 4

Expression 3

Performance 2

1 Keyswitch Menu

5 Equalizer

6 Reverb

1 Keyswitch Menu

Change the active layer

2 Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend into pitch from the direction of last note struck

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 Expression

» **[Mode] Velocity**
Note velocity determines note volume

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume

» **Volume Curve**
Modify the Velocity/Wheel volume curve

4 Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 Equalizer

» **Power**

» ***f* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Brass Ensembles - Layers & Keyswitches

French Horn Ensemble

4 Horns Sustain. C0
4 Horns Staccato . . . . . C#0
8 Horns Sustain. D0
8 Horns Staccato . . . . . D#0
Xtra Horns Sustain. E0
Xtra Horns Staccato F0

Trombone Ensemble

Sustain. C0
Staccato . . . . . C#0

Trumpet Ensemble

Sustain 1. . . . . C2
Sustain 2. . . . . C#2
Sustain 1 Accent. D2
Staccato 1. . . . . D#2
Staccato 2. . . . . E2

Brass
SOLO

Brass Solo - UI

1 Keyswitch Menu

Change the active layer

2 Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend in pitch from the direction of previous notes

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 Expression

» **[Mode] Velocity**
Note velocity determines note volume

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume

» **Volume Curve**
Modify the Velocity/Wheel volume curve

» **Vibrato Power**

» **Vibrato Amount**
Adjust the vibrato depth

» **Vibrato Speed**
Adjust the vibrato rate

» **Vibrato Delay**
Adjust the time to reach vibrato depth from note press

» **Tremolo Power**

» **Tremolo Amount**
Adjust the vibrato depth

» **Tremolo Speed**
Adjust the vibrato rate

» **Tremolo Delay**
Adjust the time to reach tremolo depth from note press

4 Equalizer

» **Power**

» ***f* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

5 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Brass Solo - Layers & Keyswitches

Flugel Horn Solo

Sustain. C2
Staccato . . . . . C#2

French Horn Solo

Sustain. C0
Staccato . . . . . C#0
Glissando Up D0
Glissando Down . . . . . D#0

Trumpet Solo

Sustain 1. . . . . C1
Staccato 1. . . . . C#1
Sustain 2. . . . . D1
Staccato 2. . . . . D#1
Trill Half Tone E1
Bright Room Sustain F1
Bright Room Staccato. . . . . F#1
Mute. G1
Mute Staccato. . . . . G#1

Brass Trombone Solo

Sustain. C0
Staccato . . . . . C#0

Brass Solo - Layers & Keyswitches

Trombone Solo

Sustain. C0
Staccato . . . . . C#0
Mute. D0
Mute Staccato. . . . . D#0

Trumpet Piccolo Solo

Sustain. C2
Staccato . . . . . C#2

Tuba Solo

Sustain. C0
Staccato . . . . . C#0

Woodwind
ENSEMBLES

Woodwind Ensembles - UI

Note: Presets have been custom tuned to provide optimum dynamics depending on playstyle. If you'll be using a modwheel choose the ***Wheel*** version, otherwise choose ***Vel***.

1 Keyswitch Menu

Change the active layer

2 Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend into pitch from the direction of last note struck

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 Expression

» **[Mode] Velocity**
Note velocity determines note volume

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume

» **Volume Curve**
Modify the Velocity/Wheel volume curve

4 Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 Equalizer

» **Power**

» ***f* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Woodwind Ensembles - Layers & Keyswitches

Clarinet Ensemble

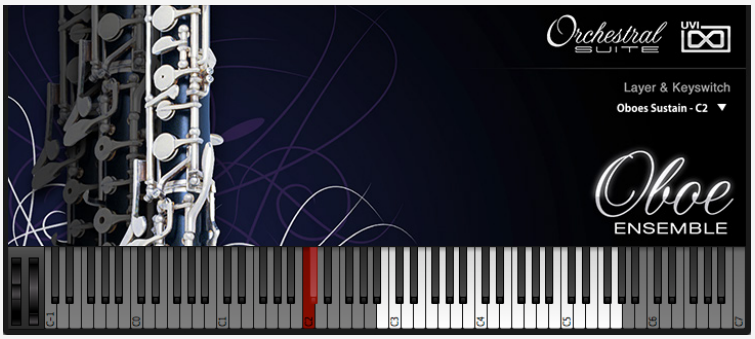
Clarinets Sustain.....C1
Clarinets Staccato .....C#1

Flute Ensemble

Flutes 1 Sustain.....C2
Flutes 1 Sustain no Vibrato D2
Flutes 2 Sustain.....D#2
Flutes 1 Staccato E2
Flutes 2 Staccato F2
Flutes 1 Sustain Vibrato .....C#2
Flutes 1 Trill Half Tone .....F#2
Flutes 1 Trill Tone.....G2

Oboe Ensemble

Oboes Sustain C2
Oboes Staccato.....C#2



Woodwind
SOLO

Woodwind Solo - UI

1 Keyswitch Menu

Change the active layer

2 Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend in pitch from the direction of previous notes

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 Expression

» **[Mode] Velocity**
Note velocity determines note volume

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume

» **Volume Curve**
Modify the Velocity/Wheel volume curve

» **Vibrato Power**

» **Vibrato Amount**
Adjust the vibrato depth

» **Vibrato Speed**
Adjust the vibrato rate

» **Vibrato Delay**
Adjust the time to reach vibrato depth from note press

» **Tremolo Power**

» **Tremolo Amount**
Adjust the vibrato depth

» **Tremolo Speed**
Adjust the vibrato rate

» **Tremolo Delay**
Adjust the time to reach tremolo depth from note press

4 Equalizer

» **Power**

» ***f* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

5 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Woodwind Solo - Layers & Keyswitches

Alto Flute Solo

Sustain.....C2
Staccato.....C#2
Trill Tone.....D2

Bass Clarinet Solo

Sustain.....C0
Staccato.....C#0
Trill Tone.....D0
Trill Half Tone.....D#0

Bassoon Solo

Sustain.....C0
Staccato.....C#0
Trill Tone.....D0
Trill Half Tone.....D#0

Clarinet Solo

Sustain.....C1
Staccato.....C#1
Trill Tone.....D1
Trill Half Tone.....D#1

Woodwind Solo - Layers & Keyswitches

Contrabassoon Solo

Sustain. C-1
Staccato . . . . . C#-1

English Horn Solo

Sustain. C2
Staccato . . . . . C#2
Trill Tone. D2
Trill Half Tone . . . . . D#2

Flute Solo

Sustain. C2
Staccato . . . . . C#2
Trill Tone. D2
Trill Half Tone . . . . . D#2

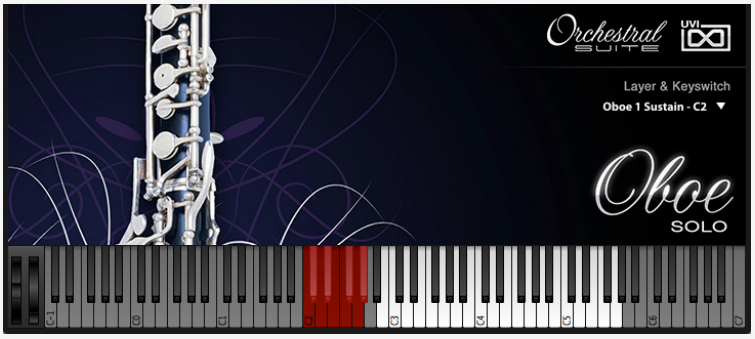
Oboe d'Amore Solo

Sustain 1. . . . . C2
Staccato 1. . . . . C#2
Trill Tone 1. . . . . D2
Trill Half Tone 1. . . . . D#2
Sustain 2. . . . . E2

Woodwind Solo - Layers & Keyswitches

Oboe Solo

Oboe 1 Sustain C2
Oboe 1 Staccato ..... C#2
Oboe 1 Trill Tone D2
Oboe 1 Trill Half Tone ..... D#2
Oboe 2 Sustain E2
Oboe 3 Sustain F2
Oboe 3 Staccato ..... F#2
Oboe 4 Baroque in C G2
Oboe 4 Baroque Ornament ..... G#2



Piccolo Solo

Sustain. C3
Staccato ..... C#3
Trill Tone. D3
Trill Half Tone ..... D#3

Bass Flute

N/A

Percussion

Percussion - UI

1 Instrument Menu

Change the active layer

2 Doubling

Add a secondary hit with variable volume, pitch and filtering for more impact

» **Solo**
Active to use only the secondary voice

» **Power**
Activates a secondary voice (doubling)

» **Level**
Set the volume for the second voice

» **Pitch**
Set the pitch of the second voice (+/-12 semi)

» ***ƒ* (LP/HP Filter)**
Unified low-pass/high-pass filter

3 Expression

» **Velocity Curve**
Adjust the velocity curve between hard, soft, and linear response

4 Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 Equalizer

» **Power**

» ***ƒ* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Percussion - Layers & Keyswitches

Petites Percussion

Bells and Cowbells C1
Metal . . . . . C#1
Shakers 1. . . . . D1
Shakers 2 . . . . . D#1
Tambourine E1
Triangle F1
Misc 1. . . . . F#1
Misc 2 . . . . . G1

Timpani

Timpani 1 . . . . . C0
Timpani 2 . . . . . C#0
Timpani 2 Roll D0
Timpani 2 Roll and Hit. . . . . D#0

Cymbals

N/A

Gong

N/A

Percussion - Layers & Keyswitches

Grand Cassa

N/A

Snare

N/A

Taiko

N/A

Pitched PERCUSSION

Pitched Percussion - UI

1 Instrument Menu

Change the active layer

2 Sound

» **Transient**
Activates a discrete layer that emphasizes the attack phase, adjust level and pitch

» **Body**
Activates a discrete layer that emphasizes the sustain phase, adjust level and pitch

» **Timbre**
Adjust the timbre/pitch

3 Expression

Use your MIDI controllers modwheel to interactively control the tremolo effect

» **Tremolo Depth**
Adjust the tremolo depth

» **Tremolo Rate**
Adjust the tremolo rate

» **Velocity Curve**
Adjust the velocity curve between hard, soft, and linear response

4 Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 Equalizer

» **Power**

» ***f* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Pitched Percussion - Layers & Keyswitches

Crotales

Fildur C4
Iron . . . . . C#4
Japan Stick D4

Glockenspiel

Glockenspiel 1 . . . . . C3
Glockenspiel 2 . . . . . C#3

Marimba

Marimba Soft C0
Marimba Hard . . . . . C#0
Marimba Handle D0
Marimba Mute . . . . . D#0
Marimba 2 . . . . . E0
Marimba FX F0

Tubular Bells

Tubular 1 Leather C2
Tubular 1 Wood . . . . . C#2
Tubular 2 . . . . . D2
Tubular 3 . . . . . D#2

Pitched Percussion - Layers & Keyswitches

Vibraphone

Vibraphone Sustain C2
Vibraphone Tremolo . . . . . C#2
Vibraphone Arco D2

Xylophone

Xylophone 1. . . . . C3
Xylophone 2. . . . . C#3

Orchestra

Orchestra - UI

Note: Presets have been custom tuned to provide optimum dynamics depending on playstyle. If you'll be using a modwheel choose the ***Wheel*** version, otherwise choose ***Vel***.

Envelope 4

Expression 3

Performance 2

1 Keyswitch Menu

5 Equalizer

6 Reverb

1 Keyswitch Menu

Change the active layer

2 Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend into pitch from the direction of last note struck

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 Expression

» **[Mode] Velocity**
Note velocity determines note volume

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume

» **Volume Curve**
Modify the Velocity/Wheel volume curve

4 Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 Equalizer

» **Power**

» ***f* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Orchestra - Layers & Keyswitches

Orchestra

Orchestra Sustain.....C1
Orchestra Staccato .....C#1
Orchestra Tremolo.....D1
Orchestra Run.....D#1

Orchestra - String Section

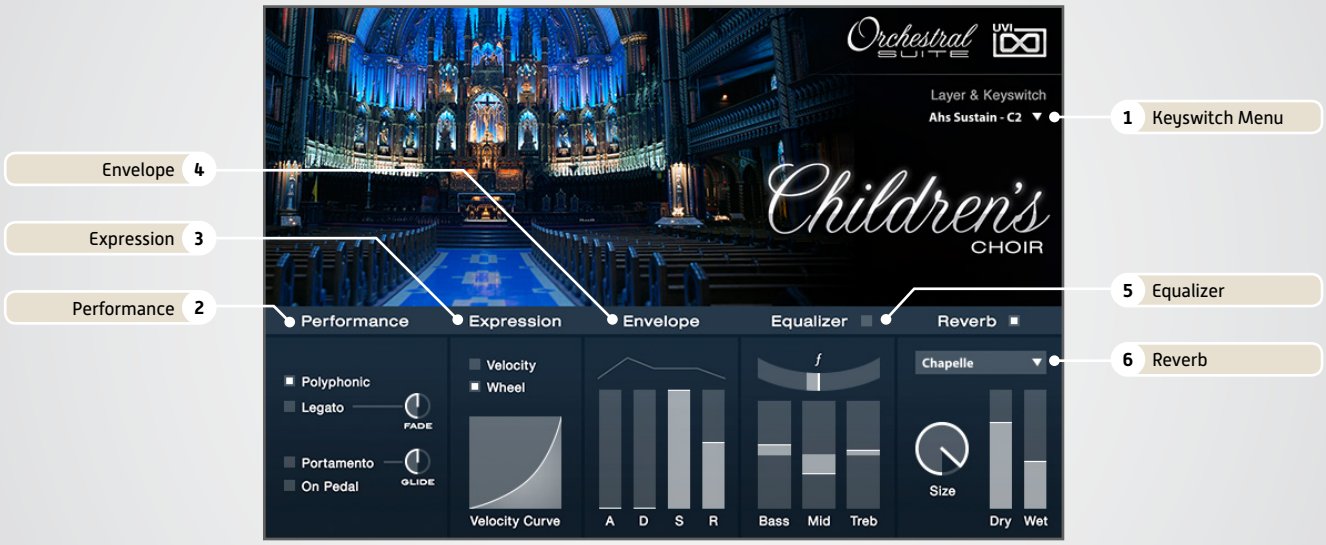
Strings Sustain C1
Strings Pizzicato.....C#1
Strings Marcato D1
Strings Tremolo .....D#1
Strings FX.....E1
Violas 5th F1
Violas 5th Smooth .....F#1
String Chords.....G1

Orchestra - Brass Section

Brass Sustain.....C1
Brass Staccato Hard D1

Choirs

Choirs - UI



1 Keyswitch Menu

Change the active layer

2 Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend into pitch from the direction of last note struck

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 Expression

» **[Mode] Velocity**
Note velocity determines note volume

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume

» **Volume Curve**
Modify the Velocity/Wheel volume curve

4 Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 Equalizer

» **Power**

» ***f* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Choirs - Layers & Keyswitches

Children's Choir

Ahs Sustain C2
Ahs Staccato ..... C#2
Ehs Sustain..... D2
Ehs Staccato ..... D#2
Ihs Sustain E2
Ihs Staccato F2
Ohs Sustain ..... F#2
Ohs Staccato G2

Men's Choir

Ahs Sustain C-1
Ohs Sustain D-1

Mixed Choir

Ahs Sustain 1..... C0
Ahs Sustain 2..... C#0
Ahs Staccato D0
Ehs Sustain..... D#0
Ihs Sustain E0
Ihs Staccato F0
Religious Ahs Sustain G0
Religious Ohs Sustain ..... F#0

Women's Choir

Ahs Sustain C2
Ehs Sustain..... C#2
Religious Ahs Sustain D2
Religious Ohs Sustain ..... D#2

Cathedral
ORGAN

Cathedral Organ - UI

1 Controls

» **Attack**
Adjust the attack time

» **Release**
Adjust the release time

» **Timbre**
Adjust the timbre/pitch

» **Pedal Shift**
Shifts the Pedal and Main keyboard range up an octave (to facilitate playing on smaller keyboards)

» **Main Spread**
Adjust the stereo spread

2 Pedal

Select the sound to be played in the Pedal section (dark blue keys)

3 Main

Select the sound to be played in the Main section (light blue keys)

» **Chords**

» **Medium**
Oct1 = Maj Oct2 = Min
Oct3 = 7th Oct4 = Dim
Oct5 = Maj

» **Soft**
Oct1 = Maj Oct2 = Min
Oct3 = 7th Oct4 = Dim
Oct5 = Maj (duplicate)

» **Tutti**
Oct1 = Maj Oct2 = Min
Oct3 = Uni Oct4 = Maj
Oct5 = Min

» **Tutti 7th-9th**
Oct1 = 7 Oct2 = 7Min
Oct3 = 9 Oct4 = Aug
Oct5 = 7

» **Dark Tutti**
Oct1 = Maj Oct2 = Min
Oct3 = 7th Oct4 = Dim
Oct5 = Maj

4 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Cathedral Organ - Layers & Keyswitches

Cathedral Organ

N/A

Meditation Organ

N/A

Celesta

Celesta - UI

1 Instrument Menu

Change the active layer

2 Sound

» **Transient**
Activates a discrete layer that emphasizes the attack phase, adjust level and pitch

» **Body**
Activates a discrete layer that emphasizes the sustain phase, adjust level and pitch

» **Timbre**
Adjust the timbre/pitch

3 Expression

Use your MIDI controllers modwheel to interactively control the tremolo effect

» **Tremolo Depth**
Adjust the tremolo depth

» **Tremolo Rate**
Adjust the tremolo rate

» **Velocity Curve**
Adjust the velocity curve between hard, soft, and linear response

4 Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 Equalizer

» **Power**

» ***ƒ* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Celesta - Layers & Keyswitches

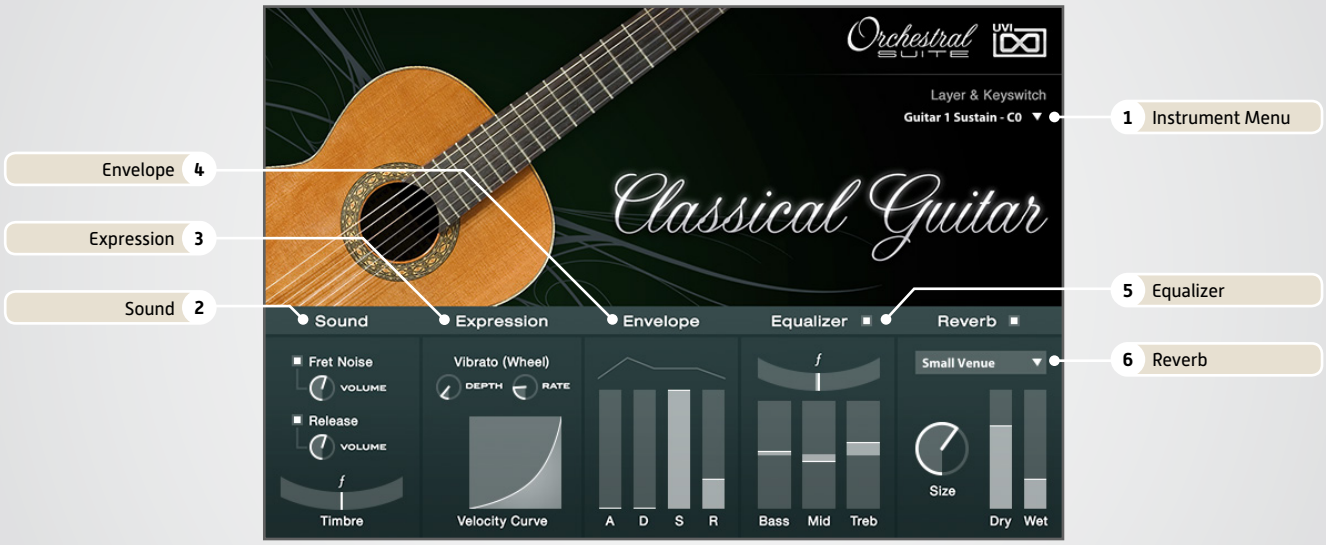
Celesta

Celesta 1 . . . . . C1
Celesta 2 . . . . . C#1
Celesta 3 . . . . . D1
Celesta Hard . . . . . D#1

Glass Celesta

Celesta 1 . . . . . C1
Celesta 2 . . . . . C#1
Celesta 3 . . . . . D1
Celesta Hard . . . . . D#1

Classical GUITAR

Classical Guitar - UI

1 Instrument Menu

Change the active layer

2 Sound

» **Fret Noise**
Activates a discrete layer that emphasizes the fret noise, adjust level

» **Release**
Activates a discrete layer that emphasizes the release phase, adjust level

» **Timbre**
Adjust the timbre/pitch

3 Expression

Use your MIDI controllers modwheel to interactively control the vibrato effect

» **Vibrato Depth**
Adjust the vibrato depth

» **Vibrato Rate**
Adjust the vibrato rate

» **Velocity Curve**
Adjust the velocity curve between hard, soft, and linear response

4 Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 Equalizer

» **Power**

» ***f* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

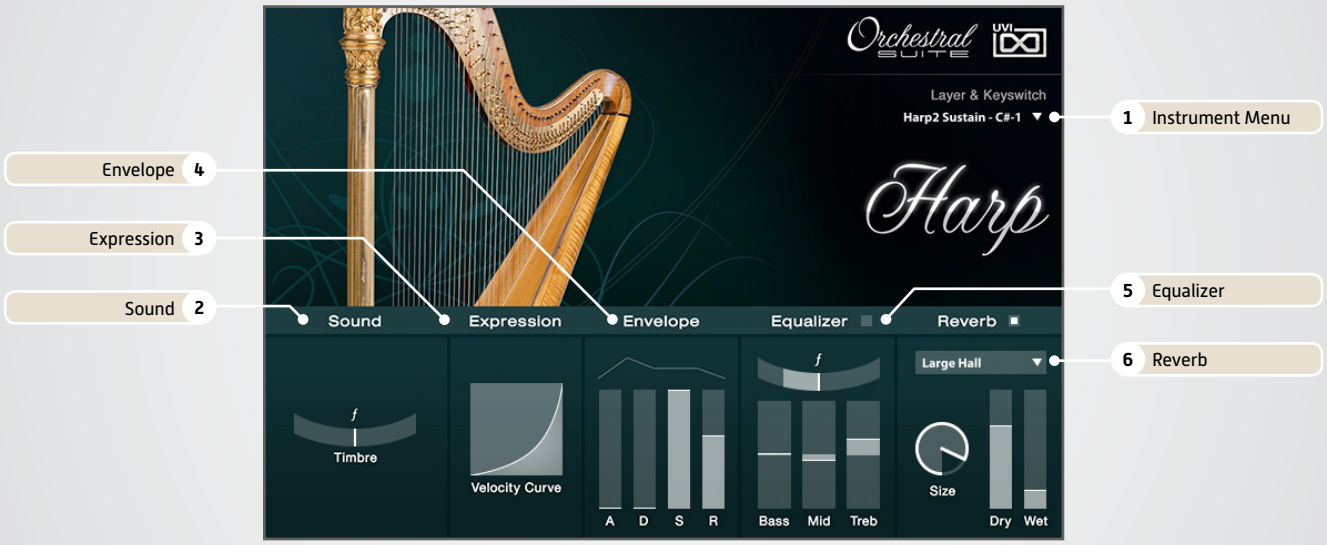
Classical Guitar - Layers & Keyswitches

Classical Guitar

Guitar 1 Sustain.....C0
Guitar 1 Nails.....C#0
Guitar 2 Sustain D0
Guitar 2 Pizzicato.....D#0
Guitar 2 Sul Ponte E0
Guitar 2 Sul Tasto.....F0
Guitar 2 Harmonics .....F#0
Guitar 2 Tap FX.....G0

Harp

Harp - UI



1 Instrument Menu

Change the active layer

2 Sound

» **Timbre**
Adjust the timbre/pitch

3 Expression

Use your MIDI controllers modwheel to interactively control the vibrato effect

» **Vibrato Depth**
Adjust the vibrato depth

» **Vibrato Rate**
Adjust the vibrato rate

» **Velocity Curve**
Adjust the velocity curve between hard, soft, and linear response

4 Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 Equalizer

» **Power**

» ***f* [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Harp - Layers & Keyswitches

Harp

Harp1 Sustain C-1
Harp2 Sustain ..... C#-1
Harp2 Close to Table D-1
Glissando 7 and Maj7 ..... D#-1
Glissando Dim and m7 ..... E-1
Glissando Maj and 69 ..... F-1
Min and Min6 ..... F#-1
Bisbigliando G-1
Cascade G#-1

Chords A-1
Glissando ..... A#-1

Harpsichord

Harpsichord - UI

1 Controls

» **Release**
Adjust the release time

» **Velocity**
Adjust the velocity sensitivity

» **Timbre**
Adjust the timbre/pitch

Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

2 Sound Selection

Select between 8 harpsichord sounds

3 Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Harpsichord - Layers & Keyswitches

Harpsichord

N/A

Piano Forte

N/A

Velocichord

N/A

UVI Workstation: Tips + Tricks

MIDI Learn

Most UVI Workstation parameters can be automated via. a convenient MIDI Learn. MIDI Learn allows you to bind a physical MIDI controller to specific parameters within UVI Workstation.

- Any FX tab parameter, Macro Knob or Slider in UVI instruments can use the MIDI Learn feature
- The MIDI controller type and the MIDI Channel assignment will be saved with the multi or with your song in the host sequencer
- Automation is assigned per-part

To use MIDI Learn:
1. Right-click the parameter in UVI Workstation that you want to automate
2. After the MIDI Learn dialog appears, Trigger the desired MIDI input controller (knob, fader etc.)

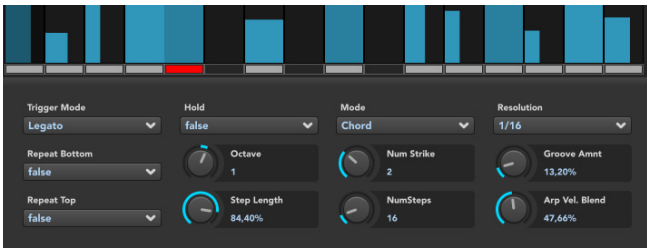
To remove a MIDI controller assignment:
Right-click the desired parameter and press "Delete"

Unlimited FX

UVI Workstation offers a wide variety of FX, or effect processors, to cover all your audio processing needs. The FX implementation is robust and includes the ability to insert unlimited FX slots in several stages of the signal flow.

- Click the "FX" tab to open the FX page on the Single view
- In Multi view the FX section is always displayed

Arpeggiator

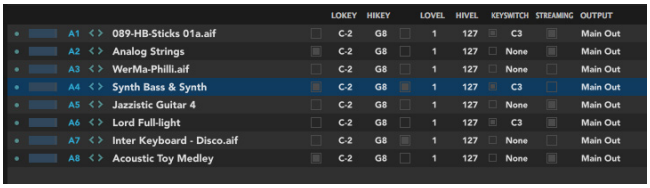


UVI Workstation comes equipped with a robust arpeggiator. To insert an arpeggiator in a part, you need to display the Single view in the UVI Workstation, then click on the note icon. The arpeggiator can be employed as a pattern gate, arpeggiator, or even an advanced rhythmic processor for your live MIDI performance or sequenced MIDI tracks. Arpeggiators can be inserted in an unlimited number of parts.

Preset Stacking

Thanks to the simplicity of the UVI Workstation you can stack as many preset as you want by simply assign multiple part on the same MIDI channel.

Split, Velocity & Key Switch


LOKEY
HIKEY
LOVEL
HIVEL
KEYSWITCH
STREAMING
OUTPUT
A1 089-HB-Sticks 01a.aif C-2 G8 1 127 C3 Main Out
A2 Analog Strings C-2 G8 1 127 None Main Out
A3 WerMa-Philli.aif C-2 G8 1 127 None Main Out
A4 Synth Bass & Synth C-2 G8 1 127 C3 Main Out
A5 Jazzistic Guitar 4 C-2 G8 1 127 None Main Out
A6 Lord Full-light C-2 G8 1 127 C3 Main Out
A7 Inter Keyboard - Disco.aif C-2 G8 1 127 None Main Out
A8 Acoustic Toy Medley C-2 G8 1 127 None Main Out

The Keyswitch settings allow you to load multiple presets into two or more parts and dynamically play and mute them from your MIDI controller using key switching, note range, velocity range or any combination of the three parameters. This powerful feature gives you a great deal of real-time control.

Scroll Wheel

All knobs can be adjusted with the scroll wheel on your mouse.
When you double-click on any knob or slider, you can manually enter or type in the desired value.

Links

UVI

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Orchestral SUITE

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design
Damien Vallet
Kevin Guilhaumou
Alain J Etchart

Software + Scripting
Olivier Tristan
Remy Muller

UI + Design
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